

### Abstract of the Disclosure

A method of optimising the scheduling of the drawing of graphical elements of a multi-player display (**102**) in an image processing environment.

Each player (**801** to **804**) is capable of operating asynchronously and deriving its source from a different video, film or other image format. Draw commands from each player are combined into short sequences known as graphics requests (**1002** to **1004**). A scheduler (**821**) selects the next graphics request for rendering by a graphics thread (**831**) based on the requirement to minimise state changes within the graphics card (**208**) while meeting the due time requirement of the graphics request, that is dependent upon the frame rate.

(Figure 8)

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